Archie
ADVENTURE SERIES
NO. 131
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SEGA
SONIC
THE HEDGEHOG
APPROVED BY THE COMICS CODE AUTHORITY
Home
Part 2 of 4
TAKE A FLYER INTO THE FUTURE . . .
MOBIUS : 25 YEARS LATER !
SPAZ PENDERS 2003

SONIC™
THE HEDGEHOG

...Has finally returned to his home world, Mobius, after being accidentally thrown across the universe.

His family and friends, who had believed him dead, are surprised and overjoyed by his miraculous survival.

The evil Doctor Robotnik (a.k.a. Eggman) went back on his promise to share Mobius' territories, and has instead declared full-scale war on both the Kingdom of Acorn and the Republic of Station Square. Both governments, becoming more cohesive since the Battle with the Xorda, have met the challenge head-on.

Now, Robotnik has threatened to launch warheads that will rain nuclear fire down upon his enemies and has sent a robot army to break open the bubble surrounding the irradiated city of Robotropolis.

WHO WILL STOP HIM?

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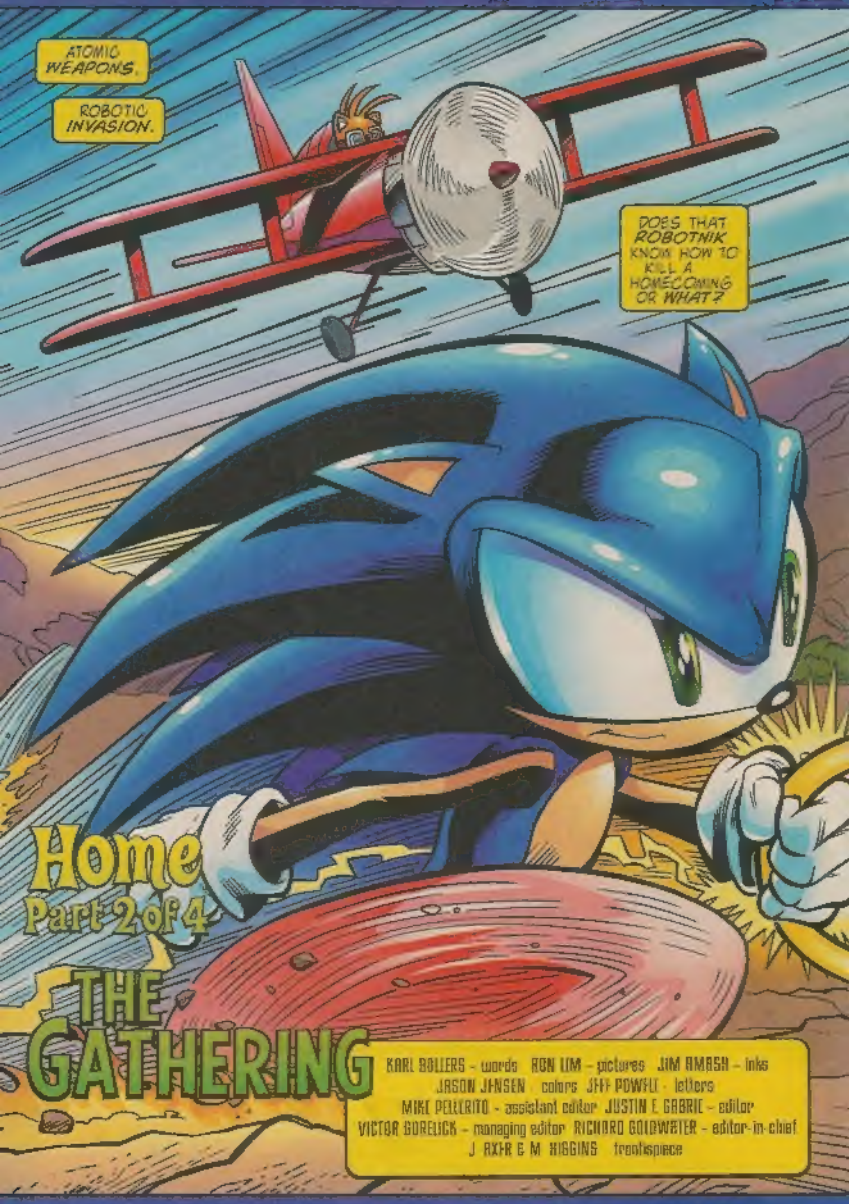
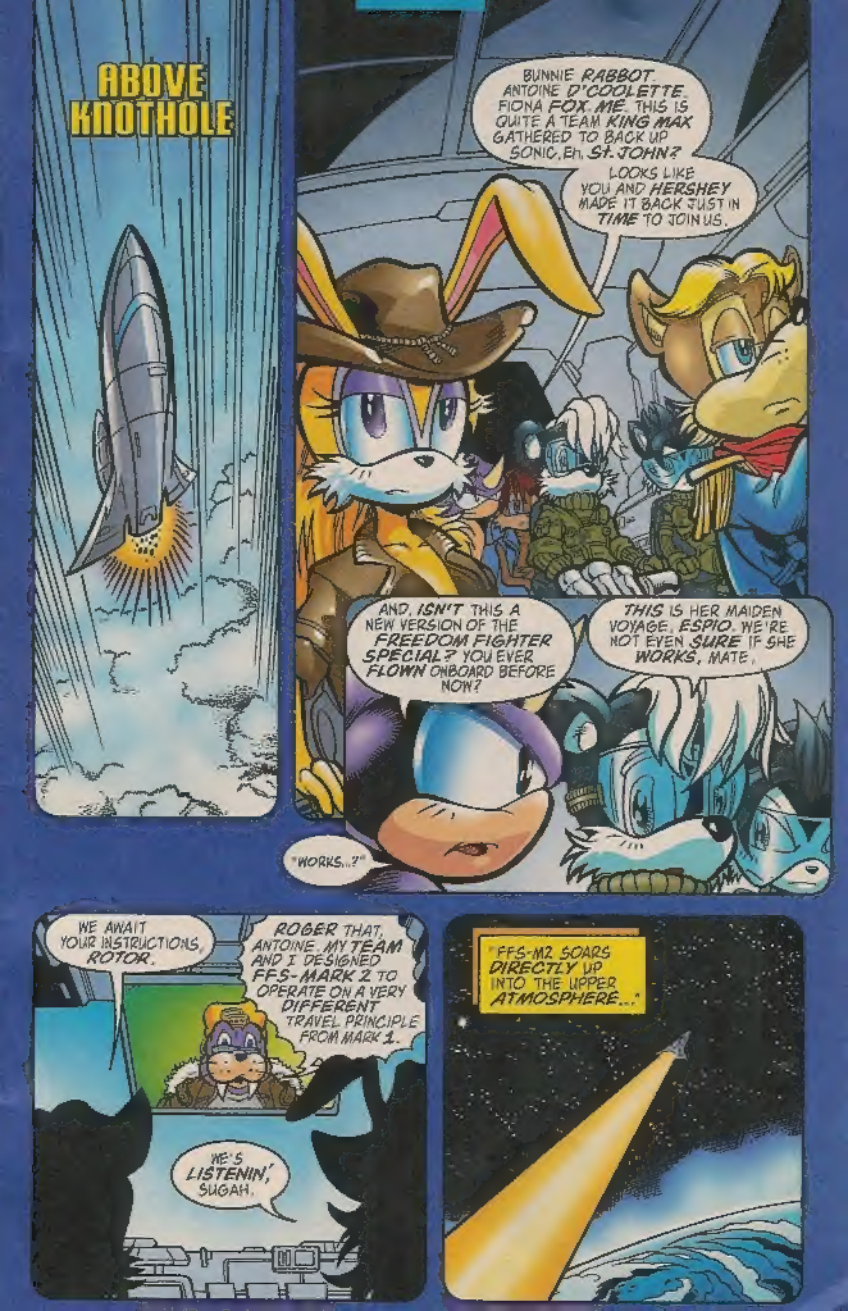
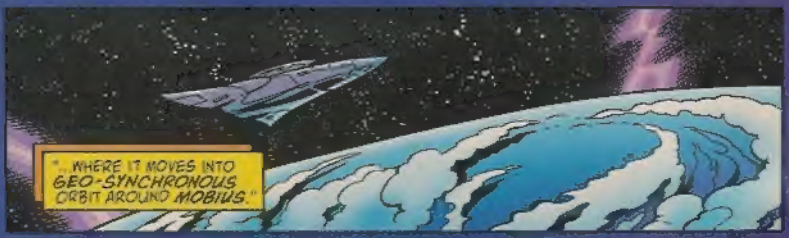
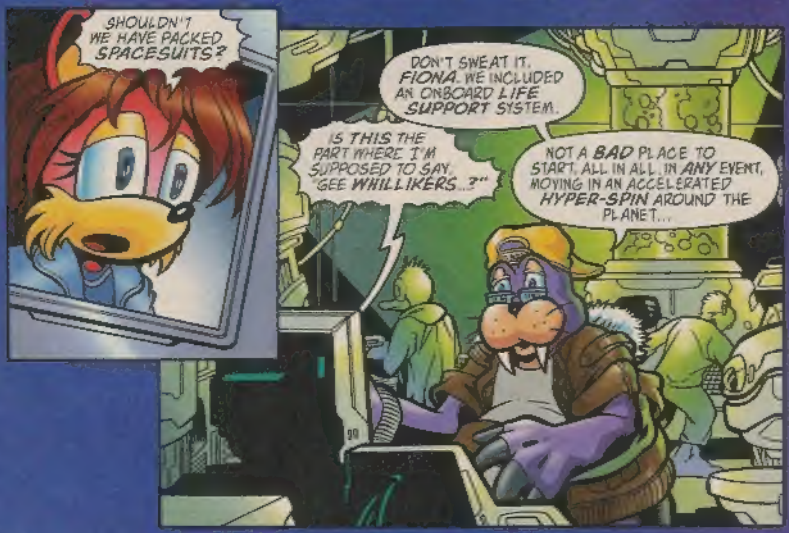

ATOMIC WEAPONS.
ROBOTIC INVASION.
DOES THAT ROBOTNIK KNOW HOW TO KILL A HOMECOMING OR WHAT?
Home
Part 2 of 4
THE GATHERING
KARL BOLLERS - words RON LIM - pictures JIM AMASH - inks
JASON JENSEN - colors JEFF POWELL - letters
MIKE PELLERITO - assistant editor JUSTIN E. GABRIEL - editor
VICTOR GORELICK - managing editor RICHARD GOLDWATER - editor-in-chief
J. AXER & M. HIGGINS - frontispiece

NOW, IT'S UP TO ME 'N TAILS TO RAIN ON HIS PARADE.
BIG TIME.
HARD TO BELIEVE WE MADE IT THIS FAR, WHEN ONLY A FEW MINUTES AGO...
...BACK AT CASTLE ACORN...
WE'RE MAJOR TOAST. EVEN AT TOP SPEED, IT'LL TAKE ME A COUPLE OF HOURS TO RUN NORTH TO OLD MEGAOPOLIS, AND BY THEN IT'LL BE TOO LATE...
...EGGMAN WILL HAVE ALREADY LAUNCHED BOTH WARHEADS AT KNOTHOLE AND STATION SQUARE!
WAIT, SONIC...


ABOVE KNOTHOLE
BUNNIE RABBOT. ANTOINE D'COOLETTE. FIONA FOX. ME. THIS IS QUITE A TEAM KING MAX GATHERED TO BACK UP SONIC. Eh, ST. JOHN?
LOOKS LIKE YOU AND HERSHEY MADE IT BACK JUST IN TIME TO JOIN US.
AND, ISN'T THIS A NEW VERSION OF THE FREEDOM FIGHTER SPECIAL? YOU EVER FLOWN ONBOARD BEFORE NOW?
THIS IS HER MAIDEN VOYAGE, ESPIO. WE'RE NOT EVEN SURE IF SHE WORKS, MATE.
"WORKS...?"
WE AWAIT YOUR INSTRUCTIONS, ROTOR.
ROBER THAT, ANTOINE. MY TEAM AND I DESIGNED FFS-MARK 2 TO OPERATE ON A VERY DIFFERENT TRAVEL PRINCIPLE FROM MARK 1.
WE'S LISTENIN', SUGAH.
"FFS-M2 SOARS DIRECTLY UP INTO THE UPPER ATMOSPHERE..."

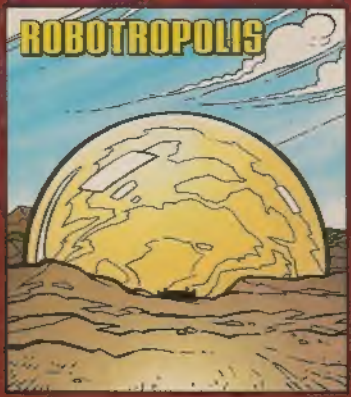

"...WHERE IT MOVES INTO GEO-SYNCHRONOUS ORBIT AROUND MOBIUS."


SHOULDN'T WE HAVE PACKED SPACESUITS?
DON'T SWEAT IT, FIONA. WE INCLUDED AN ONBOARD LIFE SUPPORT SYSTEM.
IS THIS THE PART WHERE I'M SUPPOSED TO SAY, "GEE WHILLIKERS...?"
NOT A BAD PLACE TO START. ALL IN ALL, IN ANY EVENT, MOVING IN AN ACCELERATED HYPER-SPIN AROUND THE PLANET...

"...WILL CUT YOUR TRAVEL TIME LIKE NEVER BEFORE.

"WE ESTIMATE YOUR ARRIVAL IN OLD MEGAOPOLIS...

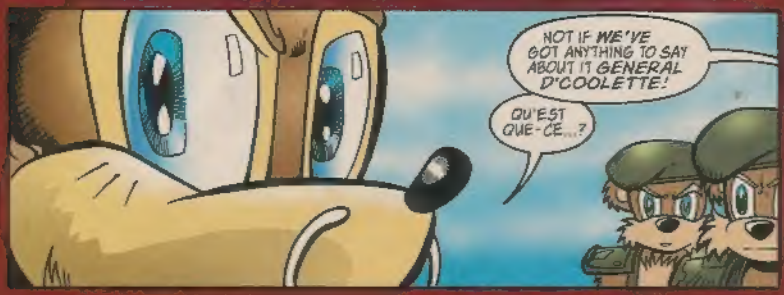
"...INSIDE OF THIRTY MINUTES."


ROBOTROPOLIS

FORT ACORN
SAPRISTI.

ROBOT-NEEK'S SWAT-BOTS ARE GATHERING ON ZEE HORIZON MES BRAVES...

...AND, AS YOU KNOW WE 'AVE BEEN STATIONED 'ERE FOR ZEE PAST TEN YEARS EEN CASE OF SUCH AN EVENTUALITY.
WE ARE ALL ZAT STANDS BETWEEN ZEM AND ZEE PROTECTIVE FIELD AROUND ZEE CITY.
IF ZEY BREAK THROUGH ZAT BARRIER OUR ENTIRE KINGDOM WILL FACE DEADLY, RADIOACTIVE CONTAMINATION.


NOT IF WE'VE GOT ANYTHING TO SAY ABOUT IT GENERAL D'COOLETTE!
QU'EST QUE-CE...?

KNUCKLES ZEE ECHIDNA!

DON'T FORGET AMY ROSE, VECTOR, JULIE-SU AND MIGHTY...

...BECAUSE THEY'RE LOOKING TO KICK SOME MAJOR SWAT-BOT BUTT ALONG WITH ME!

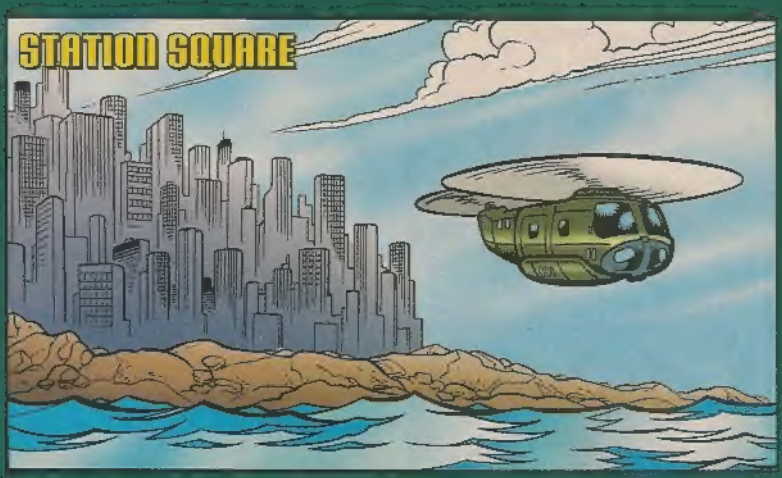
WE WELCOME ALL OF YOU. EEZ EET TRUE WHAT MY MEN TELL ME? EEZ SON-EEK... ALIVE?

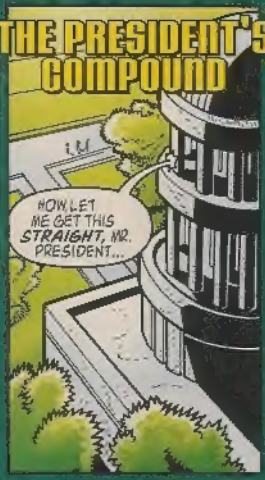
NOW MORE THAN EVER, GENERAL!

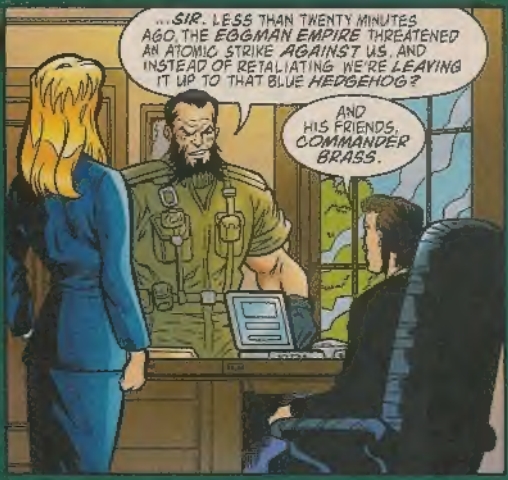
TRÉS BON!

"ZAT FACT ALONE SHALL GIVE US GREATER STRENGTH ON TODAY'S BATTLEFIELD..."

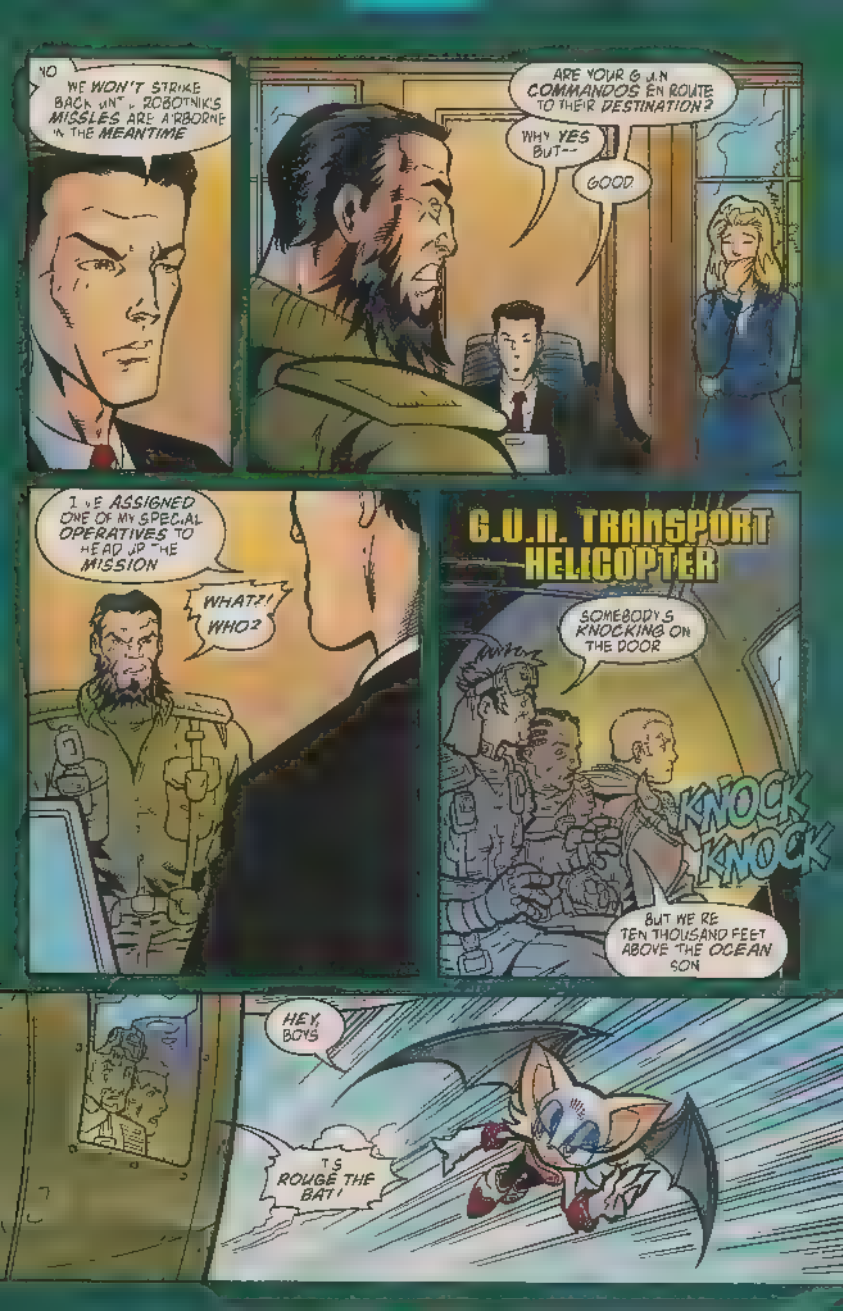
CASTLE ACORN—KNOTHOLE CITY
THE CITIZENS HAVE BEGUN MOVING INTO THE FALLOUT SHELTERS WITHOUT INCIDENT, SIRE.
SO FAR SO GOOD, SIR CHARLES.
NOW, I'D LIKE FOR ALL YOU TO ACCOMPANY MY ELITE GUARD TO THE ROYAL BUNKER AT ONCE. THERE, YOU'LL BE SAFE.
NO WAY, DADDY. I'M NOT LEAVING.
ALICIA--REASON WITH HER.
I CAN'T, MAXIMILLIAN, NOT WHEN SHE'S RIGHT. SALLY AND I AREN'T GOING ANYWHERE WITHOUT YOU.
BERNIE, CHUCK, AND I WOULD LIKE TO STAY AS WELL, YOUR HIGHNESS.
:SIGH: VERY WELL, JULES. MR. PRESIDENT, HAVE YOU BEGUN TO EVACUATE STATION SQUARE?
:Ahem: IN THE INTEREST OF PREVENTING A WIDE-SPREAD PANIC, WE'VE OPTED NOT TO INFORM THE GENERAL PUBLIC OF THE IMPENDING ATOMIC THREAT.
YOUR WAYS BAFFLE ME, MR. PRESIDENT.
GUESS WE HOMO-SAPIENS JUST DON'T THINK QUITE THE SAME WAY YOU MOBO SAPIENS DO, MAX.
BYGONES. TO BRING YOU UP TO SPEED I'VE DISPATCHED TWO STRIKE TEAMS--ONE TO OLD MEGAOPOLIS TO STOP THE LAUNCH...
...AND ANOTHER TO DEFEND ROBOTROPOLIS AGAINST THE SNAT-BOT ARMY.
WE APPECIATE YOUR EFFORTS, MAX, AND I ASSURE YOU THAT MY GOVERNMENT IS DOING ALL IT CAN TO HELP.


STATION SQUARE


THE PRESIDENT'S COMPOUND
NOW LET ME GET THIS STRAIGHT, MR. PRESIDENT...

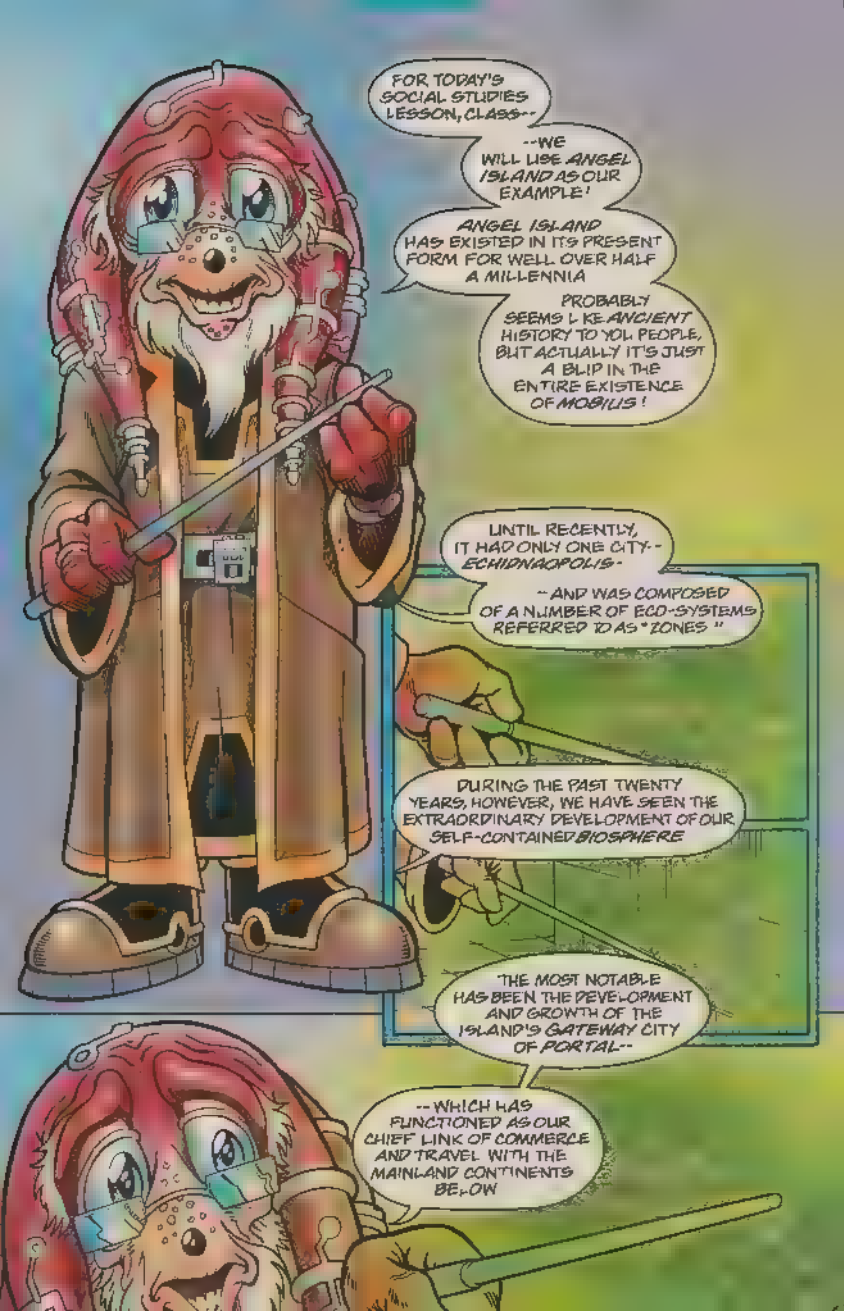

...SIR. LESS THAN TWENTY MINUTES AGO, THE EGGMAN EMPIRE THREATENED AN ATOMIC STRIKE AGAINST U.S. AND INSTEAD OF RETALIATING WE'RE LEAVING IT UP TO THAT BLUE HEDGEHOG?
AND HIS FRIENDS, COMMANDER BRASS.

MR. PRESIDENT, THE XORDA ATTACK LAST YEAR LEFT OUR CITY EXPOSED...VULNERABLE. G.U.N IS SERIOUSLY URGING YOU TO RECONSIDER YOUR DECISION.


NO
WE WON'T STRIKE BACK UNTIL ROBOTNIK'S MISSLES ARE AIRBORNE IN THE MEANTIME
ARE YOUR G.U.N COMMANDOS EN ROUTE TO THEIR DESTINATION?
WHY YES BUT--
GOOD.
I'VE ASSIGNED ONE OF MY SPECIAL OPERATIVES TO HEAD UP THE MISSION
WHAT?! WHO?
G.U.N. TRANSPORT HELICOPTER
SOMEBODY'S KNOCKING ON THE DOOR
KNOCK KNOCK
BUT WE'RE TEN THOUSAND FEET ABOVE THE OCEAN SON
HEY, BOYS
IT'S ROUGE THE BAT!

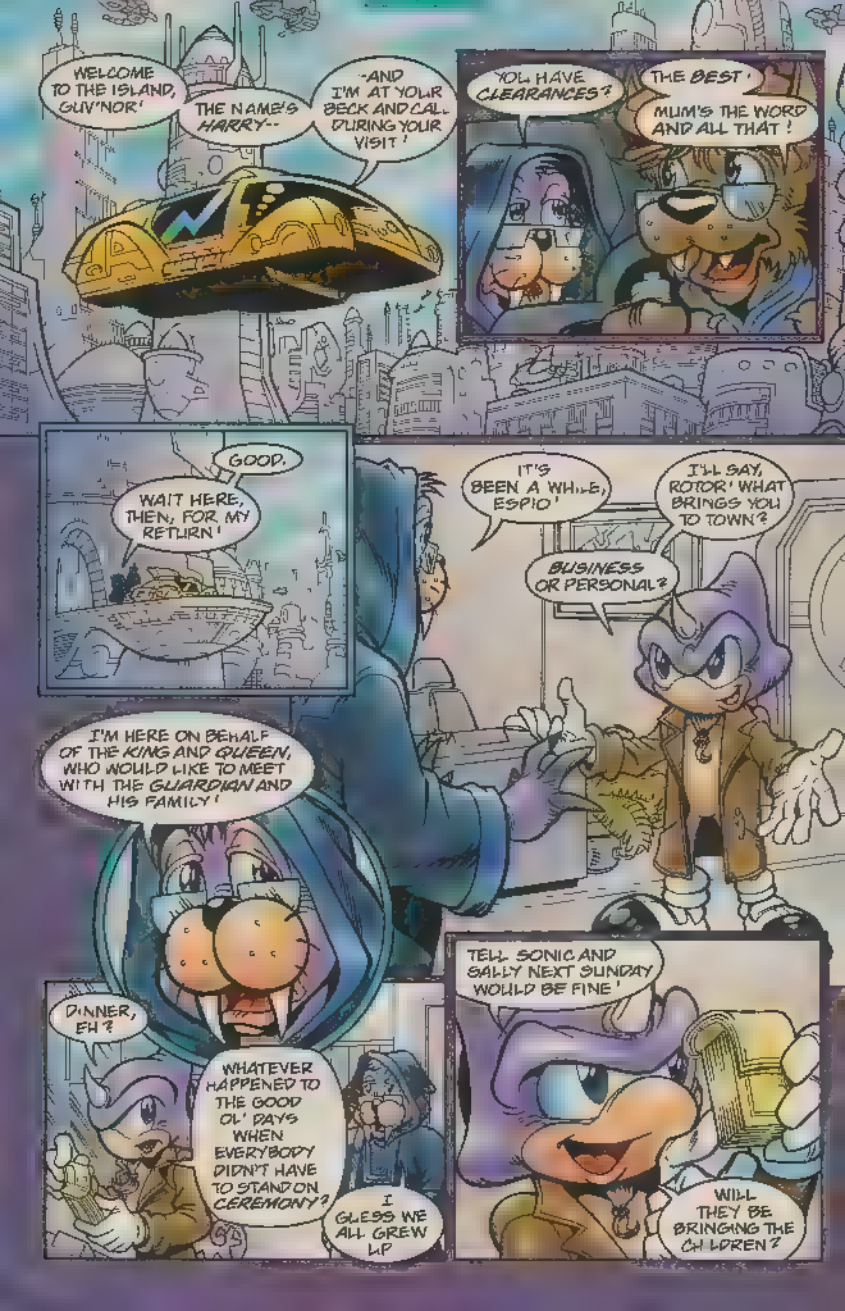
OLD MEGAOPOLIS HARBOR
ADAM, BEGIN THE COUNTDOWN
AS YOU WISH FATHER
VRRRRRRRRMMMMMM
M WHAT'S THAT SOUND?
THE SKY, FATHER
NO! NOT EVEN HE COULD GET HERE THAT QUICKLY!
GUESS AGAIN, EGGMAN
IT'S SHOW TIME!
TO BE CONTINUED

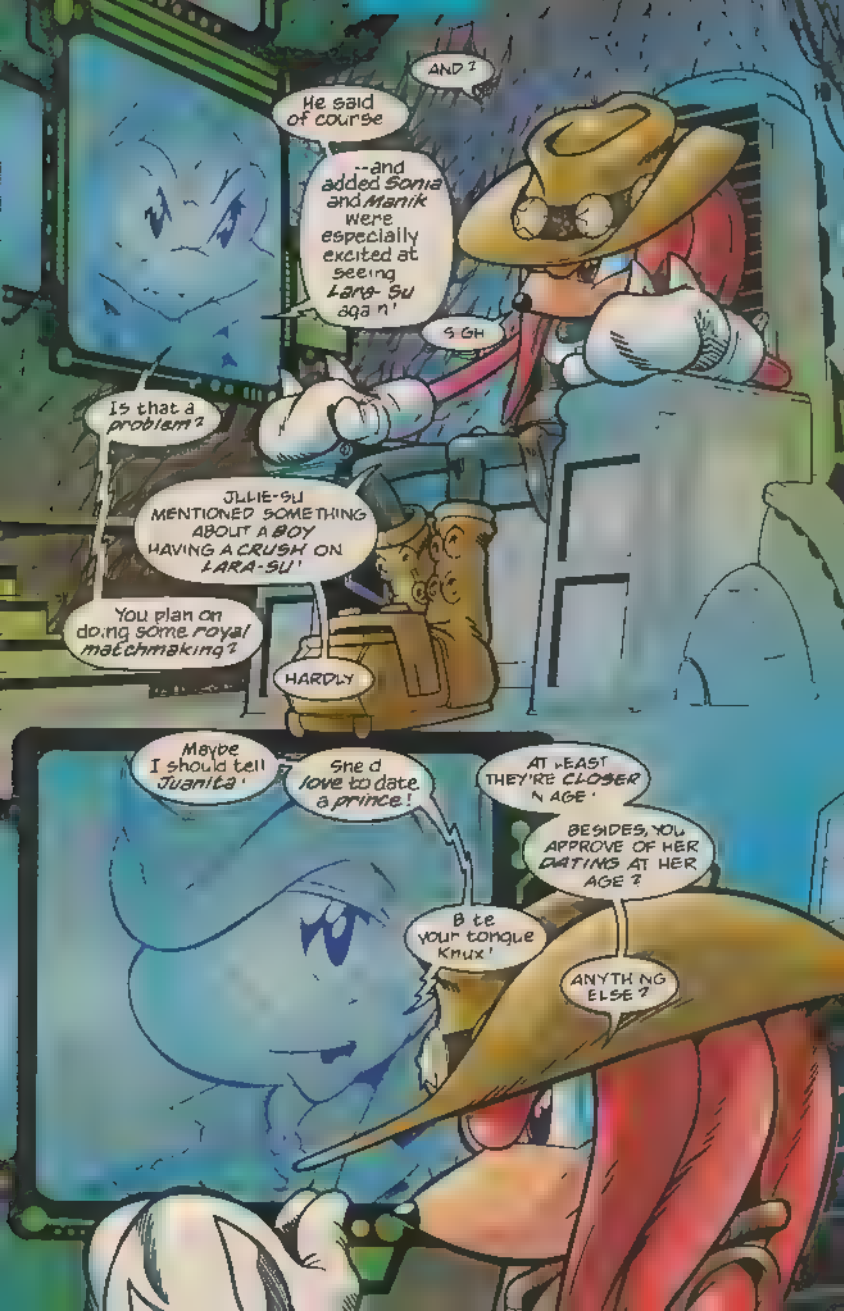
SINCE TIME MMEMORIAL, MANY HAVE SOUGHT TO KNOW THE FUTURE -- WHETHER OUT OF PERSONAL GAIN, THE COMMON GOOD OR SIMPLY NOTHING MORE THAN CURIOSITY!
SINCE MY INITIATION INTO MYSTIC ARTS, I HAVE EVER BEEN AWARE OF THE DESTINY OF THOSE NEAR AND DEAR TO ME!
YOU WERE BORN AND RAISED TO BE A QUEEN, SALLY!
BUT ME?
I THRIVE ON ACTION, FAST MOVES AND ADVENTURE!
LISTENING TO EVERYONE RAG AND MAKING DECISIONS JUST ISN'T MY BAG!
STAND NOW AT THE CROSS-ROADS OF WORLDS ABOUT TO COLLIDE
- OF SECRETS LONG HELD NOW REVEALED
AT LONG LAST ON
UNOBINUS
25 YEARS LATER

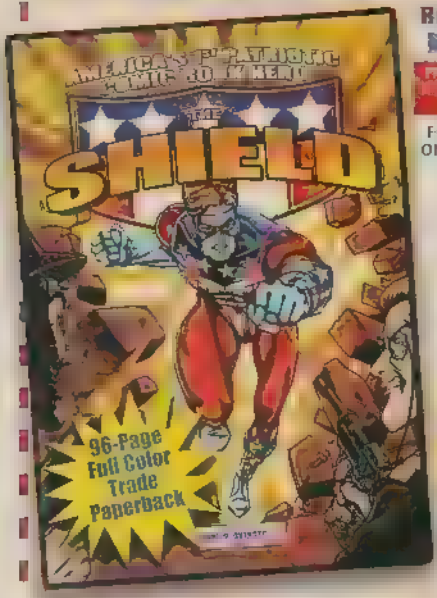

FOR TODAY'S SOCIAL STUDIES LESSON, CLASS--
--WE WILL USE ANGEL ISLAND AS OUR EXAMPLE!
ANGEL ISLAND HAS EXISTED IN ITS PRESENT FORM FOR WELL OVER HALF A MILLENNIA
PROBABLY SEEMS LIKE ANCIENT HISTORY TO YOU PEOPLE, BUT ACTUALLY IT'S JUST A BLIP IN THE ENTIRE EXISTENCE OF MOBIUS!
UNTIL RECENTLY, IT HAD ONLY ONE CITY-- ECHIDNAOPOLIS-
--AND WAS COMPOSED OF A NUMBER OF ECO-SYSTEMS REFERRED TO AS "ZONES."
DURING THE PAST TWENTY YEARS, HOWEVER, WE HAVE SEEN THE EXTRAORDINARY DEVELOPMENT OF OUR SELF-CONTAINED BIOSPHERE
THE MOST NOTABLE HAS BEEN THE DEVELOPMENT AND GROWTH OF THE ISLAND'S GATEWAY CITY OF PORTAL--
--WHICH HAS FUNCTIONED AS OUR CHIEF LINK OF COMMERCE AND TRAVEL WITH THE MAINLAND CONTINENTS BELOW

AT THE SAME TIME, ECHIDNAOPOLIS EVOLVED INTO THE CENTRAL CHAIR OF GOVERNMENT FOR ECHIDNAS EVERYWHERE--
--AND HAS COME TO BE RECOGNIZED AS THE OLDEST DEMOCRACY ON MOBIUS!
YES, RIKI-LE?
IF WE'RE A DEMOCRACY, HOW COME ON THE WORLD MAP IT SAYS REPUBLIC OF ANGEL ISLAND?
THAT'S A GOOD QUESTION. ANYONE HAVE AN ANSWER? CLASS?
JAKER
BECAUSE THE ECHIDNAS DIDN'T BELIEVE IN A MONARCHY, UNLIKE MOST BACKWARD CULTURES ON MOBIUS!
NOT QUITE. ANYONE ELSE?
LARA-SU?
BECAUSE THE CITIZENS ELECT THE REPRESENTATIVES TO MAKE LAWS AND DECISIONS!
VERY GOOD!
WHAT ABOUT THE GUARDIAN, MR. PERRIWINKLE, WHO ELECTED HIM?
AH, THE GUARDIAN--NOW HE IS ACCORDED A SPECIAL STATUS IN OUR SOCIETY, RUTAN!
SPECIAL AS IN WHAT? YOU MEAN WE'RE GONNA HAVE TO SOMEDAY BOW TO MISS SUNSHINE HERE?
YOU BEAST!!!
THWAK!

LARA-SU!!!
THIS ISN'T HOW YOUNG LADIES CONDUCT THEMSELVES!
"ESPECIALLY THE DAUGHTER OF THE GUARDIAN! I'LL SEE YOU AFTER CLASS!"
SHUTTLE 38 ARRIVING FROM ROBOTROPOLIS..
NOW DOCKING AT GATE FIVE!
THIS YOUR FIRST TRIP, FRIEND?
I COME HERE ON BUSINESS ALL THE TIME!
YES, IT'S A BEAUTIFUL DAY, ISN'T IT?
THAT'S FUNNY!
WHERE DID HE GO?
EMISSARY!
STEP THIS WAY, SIR! YOUR DRIVER WILL SHORTLY HAVE YOU AT YOUR DESTINATION!
DOMO


WELCOME TO THE ISLAND, GUV'NOR!
THE NAME'S HARRY--
-AND I'M AT YOUR BECK AND CALL DURING YOUR VISIT!
YOU HAVE CLEARANCES?
THE BEST!
MUM'S THE WORD AND ALL THAT!
GOOD.
WAIT HERE, THEN, FOR MY RETURN!
IT'S BEEN A WHILE, ESPIO!
I'LL SAY, ROTOR! WHAT BRINGS YOU TO TOWN?
BUSINESS OR PERSONAL?
I'M HERE ON BEHALF OF THE KING AND QUEEN, WHO WOULD LIKE TO MEET WITH THE GUARDIAN AND HIS FAMILY!
DINNER, EH?
WHATEVER HAPPENED TO THE GOOD OL' DAYS WHEN EVERYBODY DIDN'T HAVE TO STAND ON CEREMONY?
I GUESS WE ALL GREW UP
TELL SONIC AND SALLY NEXT SUNDAY WOULD BE FINE!
WILL THEY BE BRINGING THE CHILDREN?


AND ?
He said of course
--and added Sonia and Manik were especially excited at seeing Lara-Su aga n'
S GH
Is that a problem?
JULIE-SU MENTIONED SOMETHING ABOUT A BOY HAVING A CRUSH ON LARA-SU'
You plan on do.ng some royal matchmaking?
HARDLY
Maybe I should tell Juanita'
She d love to date a prince!
AT LEAST THEY'RE CLOSER N AGE'
BESIDES, YOU APPROVE OF HER DATING AT HER AGE ?
B te your tongue Knux'
ANYTH NG ELSE ?



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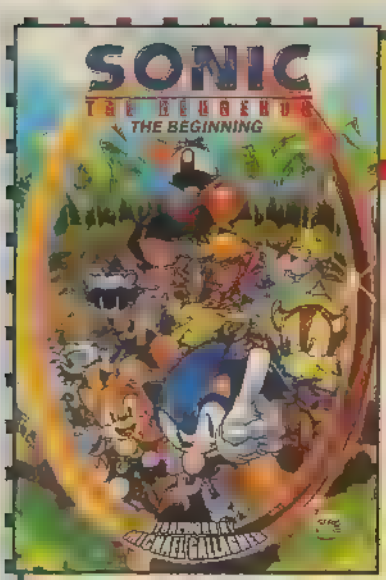

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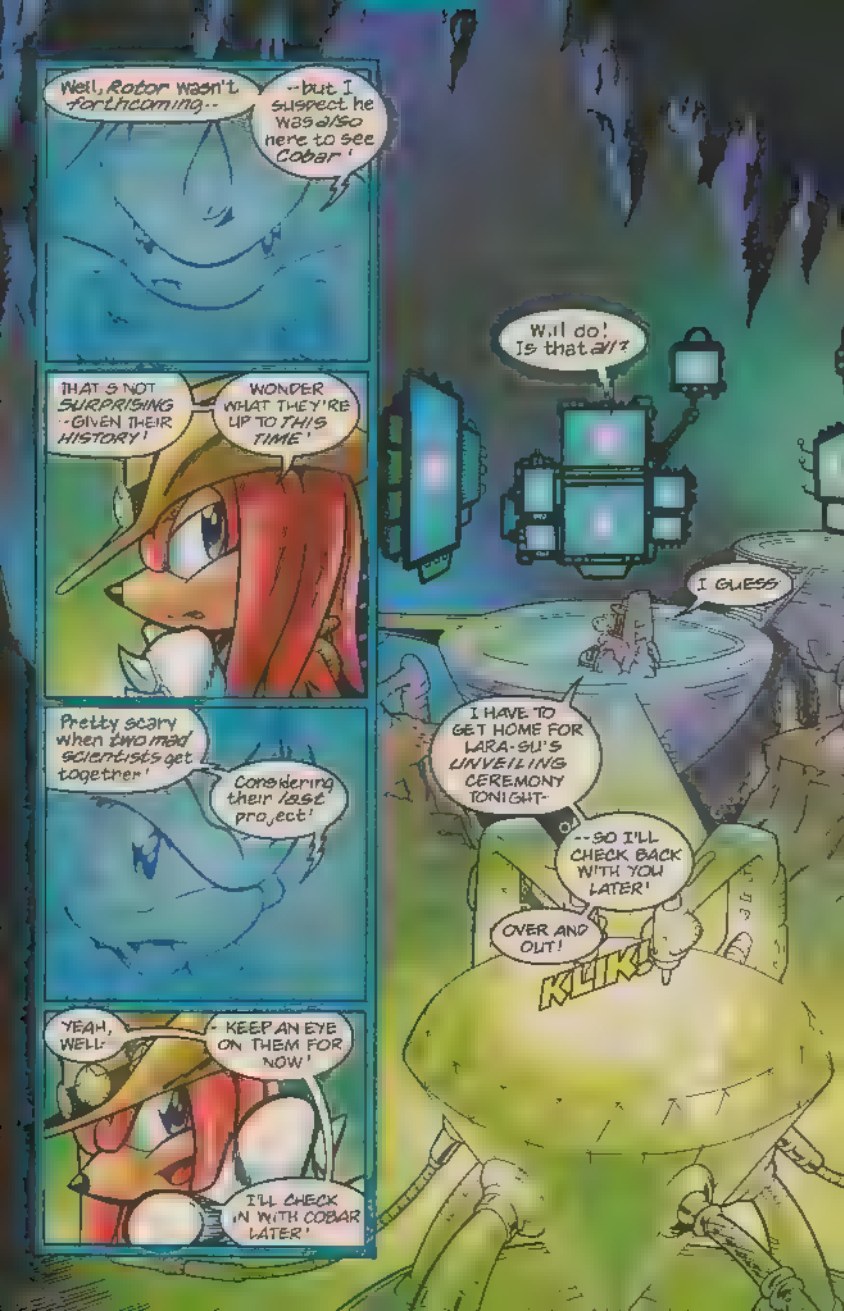
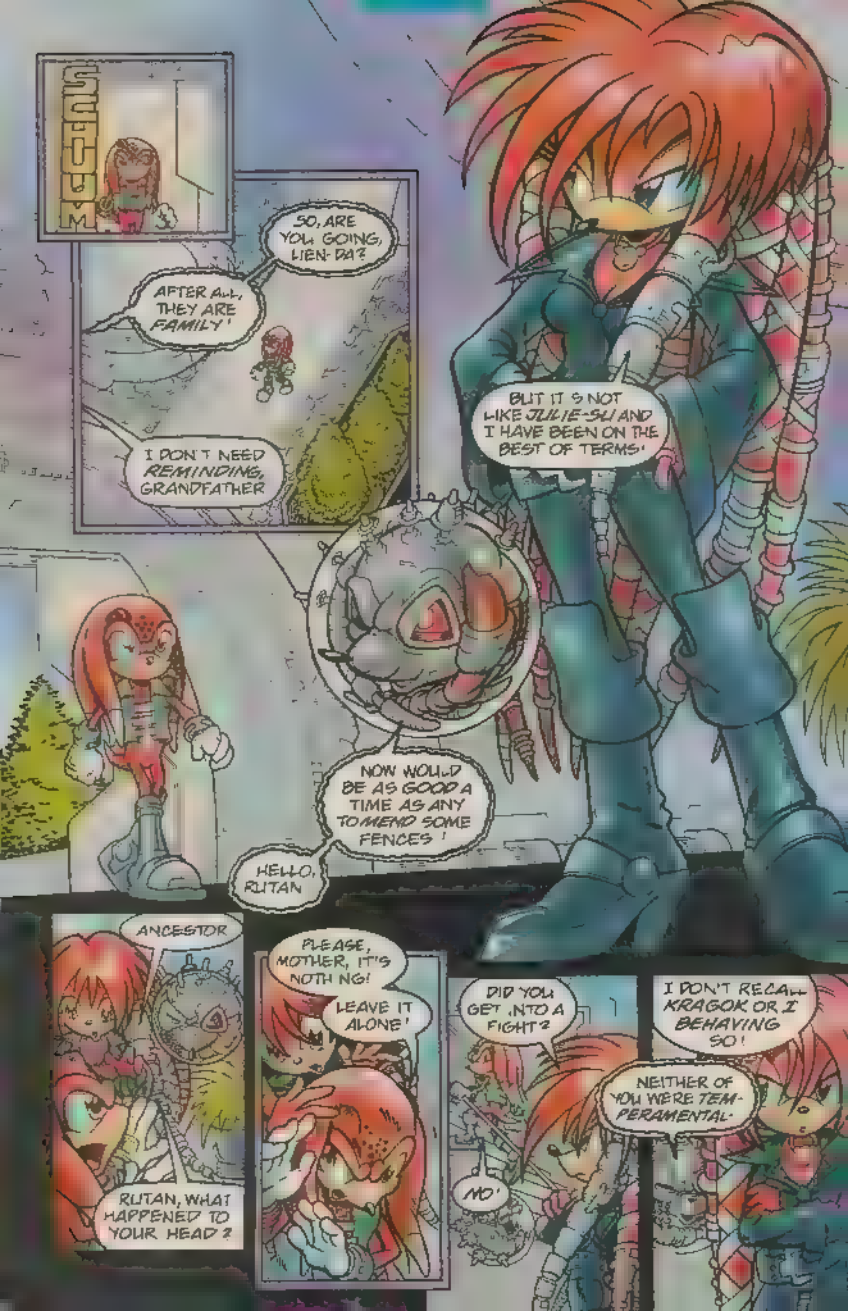

Well, Rotor wasn't forthcoming--
--but I suspect he was also here to see Cobar!
THAT'S NOT SURPRISING --GIVEN THEIR HISTORY!
WONDER WHAT THEY'RE UP TO THIS TIME!
Pretty scary when two mad scientists get together!
Considering their last project!
YEAH, WELL-
- KEEP AN EYE ON THEM FOR NOW!
I'LL CHECK IN WITH COBAR LATER!
Will do! Is that all?
I GUESS
I HAVE TO GET HOME FOR LARA-SU'S UNVEILING CEREMONY TONIGHT-
--SO I'LL CHECK BACK WITH YOU LATER!
OVER AND OUT!
KLIK!


SCHUM
SO, ARE YOU GOING, LIEN-DA?
AFTER ALL, THEY ARE FAMILY!
I DON'T NEED REMINDING, GRANDFATHER
BUT IT'S NOT LIKE JULIE-SU AND I HAVE BEEN ON THE BEST OF TERMS!
NOW WOULD BE AS GOOD A TIME AS ANY TO MEND SOME FENCES!
HELLO, RUTAN
ANCESTOR
RUTAN, WHAT HAPPENED TO YOUR HEAD?
PLEASE, MOTHER, IT'S NOTHING!
LEAVE IT ALONE!
DID YOU GET INTO A FIGHT?
NO!
I DON'T RECALL KRAGOK OR I BEHAVING SO!
NEITHER OF YOU WERE TEMPERAMENTAL.

"--BUT YOU WERE TREACHEROUS!"
HELLO? ANYONE HOME?
UP HERE
WHAT'S GOING ON? WHERE'S LARA-SU?
SHE'S IN THERE!
SO? I CAN APPRECIATE THE NEED FOR PRIVACY!
SHE DOESN'T WANT TO COME OUT
FOR SOME REASON, SHE DOESN'T WANT TO GO THROUGH WITH THE UNVEILING!
COME OUT OF THERE AT ONCE, LARA-SU!
GO AWAY!
AFRAID I CAN'T DO THAT!
I WON'T GO!

YOU'LL COME OUT OF THERE NOW!!!

NO!

CALM DOWN, HON. TRY TO *REASON* WITH HER!

REASON?

WITH A 16-YEAR-OLD TEENAGER?

WHERE'S THE BOOK ON THAT ONE?

WELL, *SCREAMING* SURE ISN'T GOING TO SOLVE ANYTHING

LARA-SU, ALL ECHIDNA GIRLS ARE *UNVEILED* WHEN THEY TURN 16

IT'S ONE OF THOSE THINGS YOU HAVE TO DO!

I WANNA BE A *GUARDIAN*!

OUT OF THE QUESTION!

BUT, *WHY*?

YOU WERE MUCH YOUNGER THAN I AM WHEN YOU BECAME ONE!

LET'S NOT GO THERE!

THEN, *WHY*?

I HAVE MY *REASONS*!

SUCH AS?

FOR ONE THING, WHAT DO YOU NEED A GUARDIAN FOR WHEN OTHERS ARE ESSENTIALLY CARRYING OUT THE SAME FUNCTIONS?
THINGS ARE DIFFERENT NOW!
I WANNA' BE A GUARDIAN!
SIGH
Y'KNOW, THERE'S ANOTHER ANCIENT ECHIDNA CUSTOM I THINK NEEDS REVIVING! IT'S CALLED A SPANKING!
KNUCKLES! HOW BARBARIC!
I GIVE UP!
YOU TRY REASONING WITH HER!
NO! YOU KNOW WHAT THE PROBLEM IS--
SO REASON WITH HER!
LARA SU, I KNOW YOU WANT TO BE A GUARDIAN-
- AND I THINK YOU'D MAKE A GREAT GUARDIAN--

-IT'S JUST THAT I DON'T BELIEVE THERE'S A NEED FOR ONE ANYMORE!
MYSELF INCLUDED!
NOT GOING TO THE UNVEILING TONIGHT WON'T AFFECT ANYTHING OTHER THAN YOU MISSING OUT ON AN IMPORTANT EVENT IN YOUR LIFE!
LARA SU?
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SONIC-GRAMS

THIS JUST IN!

We are now in the halfway mark of our "Home" four-parter. We'd love to know what you think of all the changes that have occurred during Sonic's time away from Mobius. Also this issue, the beginning of our new feature, "Mobius: 25 Years Later." It's a feature near and dear to Ken Penders' heart (he is writing and inking it after all). Speaking of Penders, I'm going to keep the editorial short this ish as Ken presented me with more thought provoking letters than I know what to do with.
C U in the funny papers...

Jg

Take it away Ken...

WELLL??? *What did you think? You know what I'm talking about. You just read it. Sure, we KNOW you loved the opening Sonic story, but what about our new back-up series - referred to around here as M:25Y1 - featuring all your favs in one of the most unusual epics yet. As you can tell, we're on pins and needles awaiting your verdict, so don't let us down, okay? And with that, it's nail time once again...*

Hola, Sonic Comics!

My name is Courtney, and I've been a fan for a fair amount of time (ever since I picked up issue #16 wauuaay back). I've nearly got the entire comic series, with the exceptions of issues 11 and 13, and I've never written in before, but I figured it may be time. You guys have written some bad stories, some okay stories, and some truly awesome arcs, and I've noticed a few things.

One problem I see is that you feel the need to incorporate all other mainstream Sonic continuities. The earliest time you did this was (correct me if I'm wrong) in issue 6, which was a Sonic Spinball story. And I rather liked this. Back then, the games were fairly simple, left-to-right, run-like-the-wind plots that gave nearly no background story other than Sonic = good, Eggman = bad. Some truly great stories came from the incorporations, with humorous writing and puns inserted that made reading it like watching DBZ: the story may endlessly loop over the same plot, but the fresh take each time was worthwhile. I enjoyed reading those stories very much, since it also added to the games, giving them more depth in the process.

I enjoy reading the more inventive, complex plots of the present, but I believe that you should change your tactics. The newer Sonic games, anime, and other pieces of Sonic fandom outside of your comic are worlds unto themselves. They have their own characters, own backgrounds, and own plots that should not be absorbed into yours. Likewise, the new games and animes are not the Saturday morning American cartoons that your characters first appeared in. They are separate entities and you shouldn't try to incorporate them into the Archie Comic Sonicverse.

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NO. 132

If you absolutely feel the need to bring in these other elements, you already have a convenient plot device, introduced back in issue 11: the Cosmic Interstate. In past specials, you did stories involving alternate dimensions with the Cl and Zonic the Zone cop, and they worked well. You used this angle once, when dealing with the Sonic Underground continuity, and I found it to be a nice story. It didn't incorporate SU into the Archie world, but it did link it and let us have a glimpse of that other reality.

Now, though, it seems you have forgotten about the Cosmic Interstate and instead are trying to mash everything imaginable into one universe. I, for one, would hate to see this happen. I like the fact that there are many different universes, each with odd twists. Too many plots spoil the comic.

Second, there have been many new characters introduced. I would recommend drawing from the stock of characters you have already created instead of adding more and more. Now, the new characters are hardly used more than once, and they seem more like convenient plot devices or sell-insertions than viable parts of the continuity. I know many of the newer fans to the comic want the newer characters from Sonic X and the games, but that isn't the Archie version of things. That's a different part of the fandom and should be kept separate. I can hear a few of the newbies now, "But those characters are the mainstream and should be used, since they are SEGA, and all this started because of SEGA!" Well, I'm sorry, but if you want real mainstream, go back and play Sonic Spinball. Odd how Bunnie Rabbot, Sally Acorn, and Rotor all appeared in that, making them perhaps more mainstream than the newer characters created to give the games more playable options and the anime a few more plots.

I'm not saying that creating new characters or adding the characters from the other mainstreams is bad per se, but it does complicate things. I can vividly recall each comic from the Sonic mini-series to issue 50, as well as nearly all the other mini-series and the Knuckles comics. After that point, the comic introduced so many new characters and plot lines (and plot holes, I might add) that it gets more-or-less fuzzy, and I find myself sometimes lost with events in the newer plots, despite having read the previous stories that are building on each other. While the comic is about Sonic the Hedgehog, he now has a sizable cast to play off of and interact with, and this could be used with powerful results. Past experience has shown that he doesn't have to be present in every story. Some of the most touching story lines have been the slower-paced ones that deal with feelings and thoughts.

Third, I would like to compliment the artists who work on the Sonic comic. The recent additions to the team have wonderful drawing techniques that add to the stories. I especially like Dawn Best and J. Axer, who seem to infuse Sonic's Japanese origins with his American fanbase to give a style that is neither here nor there, but somehow just right. I wouldn't mind seeing more of Spaz's artwork in the comic, and Art Mawhinney is a personal favorite from the first time I saw his talent when I owned less than five issues.

Fourth, well, I just wanted to pass on an odd, slightly funny, bit of information. I happen to be a biology major at CU, and am currently taking Developmental Biology. When you take courses dealing with the amount of genetics that I do, you come to realize that scientists have a strange sense of humor. Many genes are named after the problems they cause. Well, in fruit flies, they found a mutation that makes the body of the fly look all prickly, like a hedgehog. So they named the gene that causes that mutation Hedgehog. As they typically do, they went looking for genes with similar sequences in other organisms. In vertebrates, they found three similar genes. To show that these genes were similar to the one found in fruit flies, they kept the name and just added more to it. One gene was named Indian Hedgehog and one was named Desert Hedgehog, after different species of hedgehogs. The third must have been named by a SEGA fan, for its name is Sonic Hedgehog, or Shh for short. As it turns out, Shh is incredibly important in many aspects of development. I would have to say the most humorous role of this gene is that Shh is responsible for the ventral (belly) part of the spine, which contains the motor neurons. So, Sonic Hedgehog is responsible for movement, which is his main characteristic.

I've been a fan for nearly as long as the comic has existed. I doubt that many of the original fans are left, and I know the comic is trying to bring in more readers, readers who are unfamiliar with everything Sonic and the gang has been through. I know that many of these newer readers are more familiar with the Dreamcast and Gamecube games and that few, if any, of them have seen the original SatAM cartoon. I realize all this, but I would hate to see this great comic get swept up in a tide of "new things" just to satisfy the people who refuse to appreciate the comic for what it is. Newer comics, especially Japanese manga, are now being released in the States and finding huge fanbases not because they are drawn in Japanese style, but because they are different from American comics in that they offer substantial plots and continuity. They offer depth, feeling, and character growth. They offer a chance for the readers to connect and care about the comic and its characters. I've been with the Archie Sonicverse for long enough to know that you guys can offer all that and more if you try. I've seen it.

So, please, keep the original dream alive. Be true to yourselves.

Courtney (Kami)

I wouldn't worry about us losing sight of what got the book this far, Courtney, as that's what keeps us on the straight and narrow.

There will always be a core group and a basic premise that we stay true to, even if we allow for new characters and plotlines to shake up the status quo to see what happens. Like that bit about the Sonic Hedgehog gene. There's just gotta be a story in there somewhere.

Hey guys,

I been following the "Teared in Space" issues and have been at the edge of my seat! I couldn't wait until I found out what would happen next. It's also nice that Shadow returned, he's one of the best (in my opinion) characters around.

Next off, I'm amazed at how much the comics have evolved. It seems like the comics' coloring and art have become more and more extraordinary each month. This comic has the best detailed art I've ever seen. I'd like to also say to Spaz, I love the artwork, the covers are superb!

Also, I'd like to know if you'll ever have the other Freedom Fighters make a reappearance in another mini-series, or join up against evil with Sonic and the gang.

Finally, in issue 129 you wanted some feedback about how to make the comic kinda connect with Sonic X. I'm the right person to ask, I love drawing and making up stories all about Sonic and co. I think you should have it where Sonic is welcomed back, but then Sally gets an urgent message from Nicole about a giant tower that Robotnik was building while Sonic was gone (hence the laughter in #125 or so). Sally "calls up" Knuckles, Tails, Amy and Cream about the predicament. Rouge finds out about this mission (Shadow, too) and decides to spy on Robotnik, then it picks up where Sonic X began.

From your superb fan:
SuperShadowgal "SSG"

Not bad, SSG, though it'll still be awhile before we finally get around to resolving that issue. We're still debating amongst ourselves how exactly to treat Sonic X within the context of this series that'll do everyone proud, and if enough of you guys make your feelings known, that'll help settle the issue one way or the other.

And with that, we'll see you here next ish when Sonic and Tails face Robotnik and Mecha and in the back-up feature, "Mobius: 25 Years Later," Lara-Su undergoes her Unveiling ceremony, to say nothing of the surprises we're not telling you. Be here in 4 weeks.

Cover by Patrick SPAZiante, Nelson Ribeiro, and Jason Jensen.Letter Page design by JoepeP!

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